

## A B S T R A C T

The invention relates to a method of interactively simulating contact between objects. The inventive method comprises the following steps, namely: the parameters describing the physical characteristics of each of the objects are computed; at the beginning of each simulated model sampling time step, each object is subjected to a real-time analysis of the specific behavior thereof according to a free movement that does not take account of possible subsequent contacts, and, subsequently, at an overall scene level, pairs of detected intersecting objects are subjected to real-time analysis; a list of collision groups is established; for each collision group, parameters representing the physical characteristics of the objects and the description of the collisions are repatriated in real time, to characterize the contact between two objects in the case of a pure relative sliding movement; and, for each object, the specific behavior of the object following the collision is displayed in real time and the set of real-time processes is performed with a calculation time step shorter than the sampling time step.